

Exhibit 12

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Steamworks SDK

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Getting started with the Steamworks SDK

The Steamworks SDK provides a range of features which are designed to help ship your application or game on Steam in an efficient manner.

The Steamworks SDK is only **required** to [upload your content to Steam](#), everything else provided through the SDK is optional.

You can download the latest version of the Steamworks SDK [here](#).

The full list of features provided through the SDK is as follows.

- **glmgr** - The "ToGL" DirectX to OpenGL compatibility layer for macOS. See the [ToGL github](#) page for more information.
- **public/steam** - [Steamworks API Overview](#)
- **redistributable_bin** - Steamworks API redistributable binaries (see the Steamworks API Overview above.)
- **steamworksexample** - [Steamworks API Example Application \(SpaceWar\)](#)
- **tools**
 - **ContentBuilder** - [Uploading to Steam](#)
 - **ContentServer** - [SteamPipe Local Content Server](#)
 - **drm** - [Steam DRM](#)
 - **goldmaster** - [Creating a retail and "Gold Master" disk](#)
 - **linux** - Deprecated. See: [Developing for SteamOS and Linux](#)
 - **ContentPrep.zip** - Deprecated. This was used to set the correct permissions for macOS applications before SteamPipe became available.
 - **SteamPipeGUI.zip** - A [SteamPipe GUI Tool](#) for Windows to make uploading simple products even easier.

Older versions of the Steamworks SDK may contain other tools which are no longer used.